

GAME: Knights and Dragons

MACHINE: VZ-200

JOYSTICK: No

SUPPLIER: Dick Smith

PRICE: \$12.50

Knights and Dragons takes place in Medieval England. You are a Knight and are placed in a dragon's forest, unarmed. By using skill and cunning alone you need to return to your castle. If you suc-

ceed the castle baron will reward you with a purse of 100 gold coins. However, if you fail . . . the death march is aptly played.

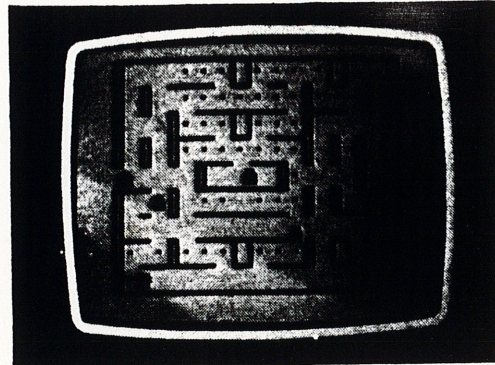
The screen shows a castle in the top left corner and the rest of the screen is filled with randomly placed trees. You are placed in the forest and use the four arrow keys to avoid the dragon and to get to the castle.

The dragon is very cunning and often looks as if it's stuck in a tree. However, sure enough as you move closer to the castle he makes his timely charge and more often than not, he wins. When the dragon has eaten you the death march is played and on the screen is displayed "You have just become a square meal. Do you wish to be killed again?" Swallow your pride, type in 'Yes' and away you go.

There are five levels of difficulty to choose from. This varies the amount of trees on each screen. The graphics could be improved and the sound is limited. Nevertheless, the game was fun to play

but would become easy after a while. Children will love it. **MB**

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| GRAPHICS | ** |
| SOUND | ** |
| ORIGINALITY | *** |
| LASTING INTEREST | *** |
| OVERALL | *** |



GAME: Ghost Hunter

MACHINE: VZ-200

JOYSTICK: Optional

SUPPLIER: Dick Smith

PRICE: \$12.50

Hate to say it, but here's another *Pac-Man* clone. What more can be said about it that hasn't been said before?

For the new recruits to the maze-age the game is quite simple, but very clever.

In *Ghost Hunter* you have to avoid the ghosts and eat all the dots in the maze.

There are four powder pills, one in each corner — they are the large flashing dots. Eating one of these will allow you to chase the ghosts. When the screen turns to its original colour your chase time is up. After the third frame a bonus symbol will randomly appear below the ghost cage. If it is not eaten in time then the walls of the maze will disappear.

Not much can be said about the graphics as they don't change very much.

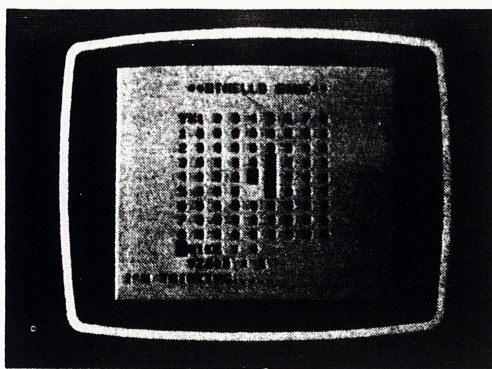
Maze games are rather limited in their graphics. The colours are at least bright and are well contrasted against a lurid green background.

Maze games take a while to get used to if you haven't played them before. It's not so much the game but co-ordinating your fingers on the keys (that is of course if you're not fortunate enough to own a joystick). Yes it's frustrating, but isn't that why we're here — to overcome this and to beat the nasties?

Overall, a great game if you're a *Pac-Man* freak, if not, leave it. **MB**

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| GRAPHICS | ** |
| SOUND | ** |
| ORIGINALITY | * |
| LASTING INTEREST | ** |
| OVERALL | ** |

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GAME: Othello

MACHINE: VZ-200

JOYSTICK: No

SUPPLIER: Dick Smith

PRICE: \$12.50

Othello is played on an 8 x 8 playing board similar to chess or checkers. The game starts off with each player having two pieces placed in the centre of the board. Each player in turn places one of

his pieces on the board, in doing so capturing some of his opponent's pieces. At the end of the game, the person with the most pieces wins the game.

As always, this type of game requires forethought and strategic planning before executing your move. Pieces are only captured in a straight line but it will be either vertical, horizontal or diagonal. In many moves, pieces are captured in several different directions at once. You must however, capture at least one enemy piece per move. If there is no move that

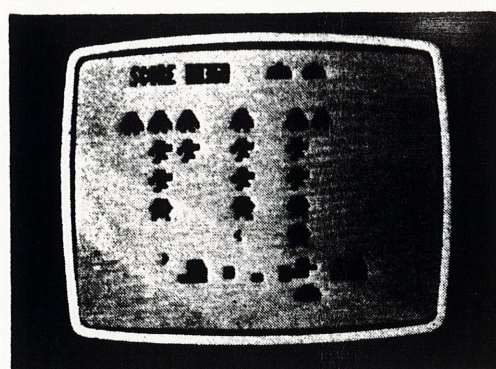
allows you to capture a piece, you must pass.

You can play against the computer and see how you do, which is what I did. I must confess, however, it's a daunting experience. Either I'm lacking intelligence or the computer cheats. I tried my best to execute a move which I believed to be fair and acceptable, but the computer just wouldn't accept it.

Othello is a great game for a rainy afternoon. Pack away the Monopoly and make way for a little logical thinking to bend and stretch those cerebral muscles.

Overall I found the game challenging, as any game of this type is. Frustrating it is, but well worth the effort. **MB**

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| GRAPHICS | N/A |
| SOUND | N/A |
| ORIGINALITY | * |
| LASTING INTEREST | *** |
| OVERALL | *** |



GAME: Invaders

MACHINE: VZ-200

JOYSTICK: Optional

SUPPLIER: Dick Smith

PRICE: \$12.50

Invaders from Dick Smith is based on the old game *Space Invaders*. Like the original it has nine frames to complete a game cycle but unlike the original the second and third cycle are made harder by

increasing the number and speed of the missiles fired at you by the invaders.

For those of you who are new to *Space Invaders*, the game begins with a horde of aliens (or Invaders) who stomp across the screen back and forth. You have four defence barriers which slowly wear away after alien missiles (and your own) hit them.

The aliens slowly begin to move down the screen and the more you kill the faster they move.

There are three types of aliens: two

rows worth 10 points each, two rows worth 20 points each, and one row worth 30 points each.

You only have three lives so you must try and kill all the aliens before you use up all three of your lives.

The game can be played with a joystick or keys may be used. The graphics naturally aren't as good as the original arcade game, yet are adequate.

The sound is limited to when you lose a life; the screen flashes and a high pitched noise emanates from the computer.

The game gets quite addictive but repetitive. It would be more suitable for the younger ones. **MB**

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| GRAPHICS | ** |
| SOUND | ** |
| ORIGINALITY | * |
| LASTING INTEREST | *** |
| OVERALL | ** |